PATTON vs ROMMEL

The Manual
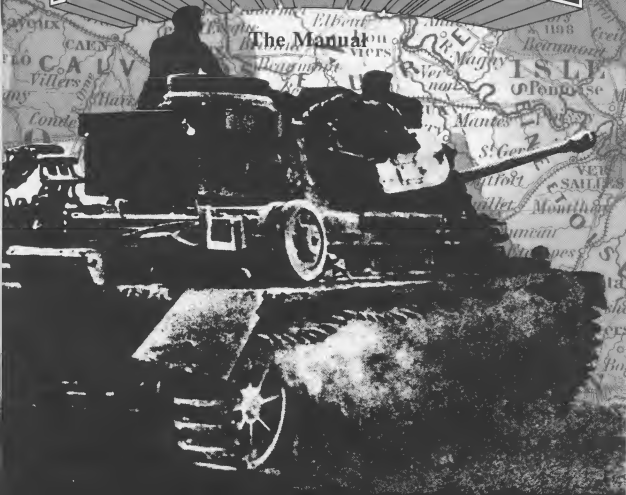
PATTON vs ROMMEL

TABLE OF CONTENTS

OPERATION COBRA — YOU ARE THERE

On July 25, 1944, the Allied forces in Europe launched — from the American sector — a massive offensive known as Operation Cobra. Designed to penetrate the German line just west of the small French town of St. Lo, the attack was preceded by an immense Allied air attack on the German line. Already strained to the breaking point by the ferocious battles of June and July, the German defenses were decimated by the Cobra attack and simply fell apart.

Historically, the two dominating figures in the Normandy campaign were General George Patton of the American Army, and Field Marshal Erwin Rommel of the German Army. Although they did not actually fight against each other in Normandy, these two men epitomized the character of these battles. Rommel was wounded by an Allied fighter-bomber attack and removed from battle the week *before* Operation Cobra began. Patton did not enter the scene until a week *after* Cobra started.

In *Patton versus Rommel*, you fight a *what-if* battle for possession of Normandy as either General Patton or Field Marshal Rommel. As you relive Operation Cobra, and fight the greatest battle that never was, your goal is to get points. You gain points for damaging or destroying enemy divisions and holding towns. You lose points for the casualties you sustain and for allowing the enemy to take or hold towns. Allied players need a positive score to win, while the Germans must have a negative score. If you can reduce the enemy army to fewer than three divisions, the game ends and you receive a large score bonus. Usually this brings victory.

GETTING STARTED — MACINTOSH

To boot *Patton versus Rommel*, insert the game disk in the internal drive and turn on your Macintosh. The title screen and main menu will soon appear. The Macintosh version of *Patton versus Rommel* uses the standard Mac interface with pull-down menus, clicking to select a division or press an onscreen button, and double-clicking to open a division's Statistics Board window. If you are not familiar with how to use the Macintosh user interface, please read your Macintosh owner's manual for explanations and tutorials. Also, if you intend to save unfinished games in progress, you should have an initialized disk ready when you start *Patton versus Rommel* (see your Macintosh user's manual for instructions on initializing disks). Now skip to the "Playing Patton Versus Rommel" section below for instructions on how to continue.

GETTING STARTED — COMMODORE

Note: If you wish to save play during the game, format a blank disk before starting play (you may not use "EA" as disk ID when formatting a "save play" disk).

To boot *Patton versus Rommel* on a Commodore, use the following procedure:

1. Turn on the drive, monitor and computer, then plug your joystick into Port 2.
   C128 users: Hold down the Commodore key as you turn on the computer to put it in C64 mode.
2. Insert the *Patton versus Rommel* game disk into the drive.
3. At the READY prompt, type **LOAD "EA",8,1 (Return)** and wait for the title screen.
4. At the title screen, press the joystick button or any key to begin play.

Note: Pressing the **RESTORE** key at any point will stop the game. You will then have to restart the program. Pressing keys on the keyboard is only needed at the title screen and when using the Edit feature (see Expert Level Game). Pressing them at other times may confuse the program.

Note: See "Playing Patton Versus Rommel" on Page 5 to begin game play.

GETTING STARTED — IBM, TANDY, AND COMPATIBLES

For your convenience, *Patton versus Rommel* is not copy protected so that you can easily make one backup copy for your own use, or install *Patton versus Rommel* on your hard disk. Please show us that copy protection is unnecessary—*do not give copies of this product away*. Thank you. You'll need a blank, already formatted disk to make a backup of the master disk. Please see your DOS user's manual for instructions on formatting disks. Use the following procedure to make a working backup of your *Patton versus Rommel* master disk:

1. Boot your computer with an MS-DOS disk.
2. If you have two disk drives, type DISKCOPY A: B: (Enter). If you're using one disk drive, be sure you have a blank, formatted disk ready, then type DISKCOPY A: A: (Enter) (DISKCOPY will tell you when to swap disks.

Hard Disk Installation: Use the following procedure to install *Patton versus Rommel* on a hard disk.

1. Insert the *Patton versus Rommel* master disk in drive A.
2. Type INSTALL X (Enter) (replace X with the letter of your hard disk; for instance, INSTALL C). *Do not add a colon (:) after the drive letter.*

NOTE: You can play *Patton versus Rommel* using the keyboard, a joystick, or a mouse. If you intend to use a mouse, be sure the mouse driver is installed on your DOS disk so it will be loaded before you start *Patton versus Rommel* (please refer to the user's manual for your mouse).

Starting Patton Versus Rommel From a Floppy Disk
Boot your computer with an MS-DOS disk, then replace it with your backup of *Patton versus Rommel* in drive A. At the A> prompt type: PVRMAIN and press Enter.

Starting Patton Versus Rommel From a Hard Disk
Boot your computer from the hard disk as you normally do. Switch to the PVR subdirectory on your hard disk (e.g., CD PVR), and at the DOS prompt type: PVRMAIN and press Enter.

Note: If you start your computer in 40-column mode (or TV mode), you must enter 80-column mode using the MODE command from DOS before you start *Patton versus Rommel*. See your DOS user's manual for more information on the MODE command.

Note to Tandy 1000, SX, and EX Users: Make sure the joystick is plugged into port 1. If you plug the joystick in *after* you start *Patton versus Rommel*, initialize the joystick by pressing the Alt and J keys simultaneously.

Keyboard Commands

To play on the keyboard, make sure **NUMLOCK** is *off* and use the numeric keypad to control the direction of the pointer as shown in the diagram to the right. You can press **ENTER**, +, or the Spacebar as the equivalent of the mouse or joystick button; but the key you choose will operate as the mouse or joystick button equivalent *for the rest of the game.* Note to Tandy Owners: use the cursor keys to control direction instead of the keypad.

```
        ↑
        8
← 4 5 6 →
        2
        ↓
```

Note: The keyboard commands are applicable only in the IBM/Tandy versions of *Patton vs. Rommel.*

The following keys correspond to the different orders you can give your units through the Statistics Board in the Intermediate and Expert games.

Q = wait	W = rotate clockwise	E = rotate counter clockwise	R = *Close Box.* You're done giving orders to that division

A = road mode	S = mobile defense mode	D = standard defense mode	F = static defense mode

Z = mobile attack mode	X = standard attack mode	C = static attack mode	V = deletes the last order given

The **2** and **9** keys select 2TAC and 9TAC respectively. Only the **R** and **V** keys are valid in a Beginner game. You *must* use the keyboard equivalents to change a unit's mode when editing with the Unit Option in an Expert game.

In addition to the keys listed above, function keys one through five correspond to the five army information icons at the left edge of the display.

F 1	Division Type	**F 2**	Division Mode	**F 3**
F 4	Available Strength Total Strength	**F 5**	Combat Fatigue	

PLAYING PATTON VERSUS ROMMEL

Because *Patton versus Rommel* is available on a number of different computers with different capabilities and equipment, this manual refers to mice, joysticks, and keyboards generically as a

3

"pointing device." Refer to the "Getting Started" section for your computer for specific details about playing *Patton versus Rommel* on your system.

Start each game by selecting the level of difficulty. Next, decide whether to play as the Allied commander or German commander, and whether you want to play against the computer or a human opponent. If you are just starting out, you should play your first game at the Beginner level as the Allied commander against the computer.

Scoring
The last turn of the game is on August 8th. If the score is greater than (positive) or equal to 1, then the Allies win the war. If the score is less than (negative) or equal to Ø, then the Germans win the war. You can measure how great your victory was by one of the following messages at the end of the game:

- Strategic Victory — helps win the war
- Major Victory — significantly weakens the enemy
- Minor Victory — buys some time for your side
- Marginal Victory — keeps your troops alive long enough to fight again

Scrolling The Map

IBM/Tandy: To scroll the visible area of the game map in the campaign window, move the pointer to the small overview positioning map at the lower-left and press the button. Use the pointer to move the box to the area you want to see and press the button again. The area within the box now appears in the campaign window.

C64: Move the arrow pointer to the positioning map at the lower right. Hold down the joystick button while using the joystick to move the small blue box, then release the button to display the section of the map you want to see.

Macintosh: You do not need to scroll the map. The entire map is visible on the Macintosh screen.

BEGINNER LEVEL GAME
The Beginner Level Game lets you give commands to your armies without the complexities found in the Intermediate and Expert Levels.

Beginner Division Statistics and Giving Orders
After selecting your army and game level, a map of Normandy containing a number of markers appears. The white markers are Allied divisions, and the black markers are German divisions. A *Status Box* displays the current conditions of Operation Cobra: date, time, weather, and score.

Clicking one of your divisions opens a *Statistics Board* with the division's name at the top. When you select a division, it also demonstrates its current set of orders if it has any. In the Beginner game, you can give your divisions *movement* orders only. To give a division its orders, move the pointer to a destination on the map and click. The division then demonstrates its current sequence of orders, by moving to the destination, so you can see how it will behave when the turn begins. This is only a demonstration — the real action occurs when you select

4

Next Turn from the Game menu. If there is an enemy unit in the path you lay out for your division, then your unit will attack the enemy in the course of its move. If your unit is heavily damaged during combat, it will be forced to retreat, and will need new orders for the next day.

You can use sequences of up to 32 orders for each division. The sequence can be simple, such as a single order to move against an enemy, or it can be complex, with lots of short steps making up a sequence. If you enter an order by mistake, cancel it by clicking the X button in the lower right-hand corner of the Statistics Board. Click it once to delete the last order entered, click it again to delete the next-to-last order, and so on. When you finish with a division, close the Board by clicking the *close box* on the Statistics Board (see Close Box below for more details).

The Statistics Board contains the following information and controls:

Men:	The number of soldiers that are actually ready to fight out of the total number in the division. The number of men ready is usually lower than the number of men present because battle tends to cause a great deal of confusion. The problem is worst in the thick of battle and decreases when the division has had time to rest and reorganize.
Tanks:	Operates exactly like the numbers for the men. This information is omitted for *Infantry* divisions because they use artillery instead of tanks.
Artillery:	Works like the men and tanks message. This information is omitted for *Armored* divisions because they use tanks instead of artillery.
Strength:	The net combat strength of the division; the result of its available men, artillery, and tanks.
Patton/ Rommel's Face:	Means that Patton travels with the Third U.S. Armored, while Rommel travels with the Panzer Lehr. The Generals' presence gives the opposing divisions special intervention powers (see Intervention, Page 10, for more information).
2 TAC:	Assigns the Second Tactical Air Command to provide fighter-bomber support to the *Allied division* for the next 24 hours. The **2 TAC** button displays **taken** if 2 TAC is already assigned to another division (in the C64 version, the **2 TAC** button displays **used** if the Air Command is already assigned). Click the button to overrule the other assignment and reassign 2 TAC to the current division. The **2 TAC** button is inactive (dimmed) if weather doesn't permit air operations. Clear weather allows both tactical air forces to operate, cloudy weather allows only 2 TAC, and overcast weather grounds both air forces. The Germans have no air cover because by the summer of 1944 the Luftwaffe was no longer effective on the western front.
9 TAC:	Operates exactly as the **2 TAC** button and assigns the Ninth Tactical Air Command to support the currently active Allied division.
X:	Cancels one of your previous orders to the division beginning with the last order issued.
Close Box:	The close box is located in different areas of the Statistics Board on different computers. On the Macintosh, the close box is on the title bar of the Statistics Board window just like any other Mac window. On IBM and Tandys, the close box is a gray icon grouped with the other icons on the Statistics Board. On the C64, the close box is a gray box marked "DONE" located to the right of the icons. **Note:** IBM/Tandy users, see the "Getting Started" section for your

5

C64, the close box is a gray box marked "DONE" located to the right of the icons. **Note:** IBM/Tandy users, see the "Getting Started" section for your computer for more information on the close box, icons, keyboard equivalents, and the Statistics Board on your system.

Division Movement and Combat

The computer conducts Allied and German movement simultaneously and resolves combat on the screen as you watch. The rougher (darker) the terrain the slower divisions move. The attacker has the advantage on clear terrain, and the defender has the advantage in rough terrain.

Army Information

The five icons on the edge of the map give information on all the divisions. The first icon resembles a tank and a soldier. If you click it, division markers change to show whether they are infantry or armored. Armored divisions are faster and usually more powerful than infantry divisions.

The second icon resembles a wheel, an arrow, and a shield (in the C64 version the icon resembles an arrow). Click it and the division markers show the direction the division is facing. Most of a unit's strength is concentrated in this direction. When the turn begins, the division will move in the direction it faces.

The third and fourth icons are marked with an "A" and a "T", respectively. They show the divisions "*A*vailable" and "*T*otal" strength. The available strength is the strength that is actually available for battle, while the total strength is the strength the unit would have if it were fully rested. The size of the spot inside the unit indicates strength (big spots indicate strong units).

The last icon resembles a jagged crack and represents the degree to which each unit has cracked under the stress of combat. Healthy units show a tiny dot, while battle-weary divisions display large cracks. A badly cracked division has little combat endurance; it will break and run after its first rough battle.

Enemy units that are out of your reach aren't shown on the map (see "Show Allied ZOC's" below).

Beginner Menu Options

There are three ways to control and alter game play: Game, Options, and Edit. The Edit menu is available only at the Expert level.

Game Menu

This menu provides options concerning the administration of the game.

Next Turn: Tells the computer that you are done entering orders and you want them carried out. The computer then executes orders for both armies. Each turn lasts one game day. You regain control when the day is over.

Save Game: Saves the game.
IBM/TANDY — You can save only one game at a time on your backup disk or hard disk directory. Each time you save a game, it overwrites the previously saved game.

formatting or initializing disks. Insert your formatted disk as instructed at Save Game. **Do not switch disks until prompted to do so.** When you've finished saving (you can save up to 7 games on a single disk), reinsert your game disk and continue play.

Load Game: Loads a previously saved game. Loading an old game destroys the current game in progress.

Quit Game: Ends the game. Save first if you want to finish the game later.

Options Menu: This menu controls the game display and sound options.

Show Towns: Shows the names of the towns on the map. White letters on a black background indicate a German-held town. Black letters on a white background indicate an Allied-held town. Click the button on your pointing device to resume the game.

Show Allied ZOCs: Shows the ZOCs (*Zones of Control*) of the Allied units. A ZOC is the area under a division's military control. When a division attempts to move through an enemy division's ZOC, it must fight that division. If the ZOCs of your units link up, then you have a continuous line. NOTE: *If enemy units are out of your army's range, neither the enemy unit nor its ZOC is visible.* If, during combat, an enemy unit leaves a ZOC — or is pushed out — it will no longer be visible.

Show German ZOCs: Shows the ZOCs of the German units just like it does with the allied ZOCs. Click to resume the game.

Turn Sound Off/On: Toggles sound on or off.

Turn Animation Off/On: Toggles combat animation on or off. Animation shows what happens during the course of a turn, but adds to the time it takes the computer to execute the turn.

Turn Advice Off/On: Toggles advice at the end of each turn on or off. When on, it analyzes your moves and presents a reminder of some fine point of strategy or tactics. There is no advice in two-player mode.

Intervention

When you select "Next Turn" from the "Game" menu, the computer begins executing orders. During the course of this battle, you may decide to change some of your orders. To do this, click the button. Everything stops and the computer displays a circle centered on your commander's division (this only happens if the unit with your commander is in the game). Click any division *inside* the circle, and change its orders. When you are done with that division, select any others you wish to change orders for and follow the same procedure. When you are done, click the "Resume" button and the battle resumes. During intervention you can also perform other tasks like check division status, scroll the screen (on some computers), and change options like turning the sound on/off. Note: Intervention is unavailable on the C64 version. However, you can change the arena of combat by moving the arrow to the positioning map and pressing the joystick button to halt play. Simply reposition the map window, then release the button to battle.

7

Two Player Game

For two player games select the level of difficulty and choose "Two Player." The Allied player moves first. Start the Allied turn by selecting "Begin Allied Move" from the "Game" menu. When the Allied player is finished giving orders, select "End Allied Move" from the "Game" menu. Then select "Begin German Move" from the "Game" menu so the German player can give his orders. When the German player is finished, click "End German Move." Finally, select "Next Turn" from the "Game" menu to execute orders for both armies. Only the Allied player should click "Begin Allied Move" or "End Allied Move" and only the German player should select "Begin German Move" or "End German Move."

Beginner Strategy

The most important element of winning is capturing and holding towns. The larger the circle representing the town on the map, the more valuable that town is. The town of Caen is worth 4 points per turn; Falaise, Argentan, St. Lo, Vire, Avranches, and Coutances are worth 2; all other towns are worth 1. To occupy a town, you must enter it; simply moving a division close to a town is not enough.

As a beginning player, you should expect to receive minus scoring for the first few days of combat. Once you begin to capture enemy-held towns, your scores gradually become positive.

Do not try to totally eliminate opposing divisions with endless frontal attacks. Disrupting the division's organization is always more important because more men surrender or run than fight to the death. Do not attack organized divisions; instead, pound cracked and weakened divisions. An organized division can absorb a heavy blow and survive long enough for its men to rally and continue resistance.

Two tactical hints can help your performance. First, let units rest if their available strength falls well below their total strength. Don't push divisions into combat if they are badly cracked. Second, attack enemy divisions from the flank or rear. They are much more vulnerable there. Never use a frontal attack unless you have a large numerical advantage.

Allied victory in *Patton versus Rommel* depends on creating a break in the German line. Leave the infantry behind to engage German divisions and use your armor to charge behind German lines, isolate German units, and take towns. Do not worry about German resistance in towns; deep behind German lines there are no village garrisons. Also, remember that airpower can often make the difference between victory and defeat.

As the Axis player, your best strategy is to hold a firm line, retreat when necessary, and counterattack from time to time to keep the Allies off balance. You will be forced back, but you can still win if you preserve your forces and hold towns long enough. Try to keep Caen as long as possible, but retreat if holding Caen means an Allied breakthrough. Reinforcements can be used to regain lost territory by running through towns behind Allied lines which are out of Allied ZOCs. This effectively makes your reinforcements invisible to the Allies.

Each turn runs from 0:00 hours (midnight) to 24:00 hours (midnight), but combat can only take place during daylight hours (06:00 hours to 20:00 hours). The first six hours of the day are an excellent time to break contact with a superior opponent and slip away. Be careful that your

division is truly sneaking off — if you inadvertently approach another enemy division, you could be in for some undesired combat.

The last turn of the game is August 8th. When the game ends, you are presented with an endgame screen showing how well you did. If your performance was exceptional, you receive special treatment.

INTERMEDIATE LEVEL GAME

The intermediate level game introduces *modes of execution*. You may specify not only *where* the division is going, but also *how* it is to get there. To change a division's mode, you must order it into a new mode. Changing modes does not happen immediately; it takes a little while for the soldiers to get into a new formation. Use the icons provided in the Statistics Board to give orders to the division.

The icons control the following (some versions of *Patton versus Rommel* have keyboard equivalents for these icons; see the "Getting Started" section for your computer):

Wristwatch. Orders the unit to wait for one hour before proceeding to its next order. This is useful for synchronizing the orders of several units, or for leaving a unit in a defensive mode for a few hours and then switching to an attack mode for an assault on a tired enemy division.

Right Arrow. Orders the unit to rotate 45 degrees to the right. If you have anticipated events correctly, your unit will rotate, either right or left, to face the direction in which you expect the enemy to be.

Left Arrow. Orders the division to rotate 45 degrees to the left.

Road Mode. Best mode for travelling long distances fast. The soldiers stow their weapons, pile into trucks, and take off. Unfortunately, units are not deployed to fight and are quite vulnerable if they run into opposition.

Mobile Defense Mode. Causes units to put up a token resistance before retreating. They attempt to minimize their own casualties. Units move faster here than in any other mode *except* Road Mode.

Standard Defense Mode. Most common form of defense for situations of near-equality between attacker and defender. The defender carries out counterattacks against the attacker and inflicts heavy losses on an attacker that is in Standard Attack Mode.

Static Defense Mode. Dig-in-deep, hold-at-all-costs mode. The unit loses all mobility and tries to hold on no matter what.

Mobile Attack Mode. Allows the unit to move quickly but doesn't put much punch into its attacks. This mode is best used to pursue beaten enemy units. Driving into a rested and prepared enemy unit in Mobile Attack Mode is a good way to take a beating.

9

■ Standard Attack Mode. Normal way to attack enemy units. Units in this mode have some mobility and a moderate amount of punch. They are, however, especially vulnerable to counterattacks from enemy units in Standard Defense Mode.

■ Static Attack Mode. A huge artillery attack. Such attacks concentrate a great deal of power on their victims, but move very slowly. Use this mode to wear down a strong enemy unit, but don't expect quick results.

To give a division orders, click the appropriate icon. The new order is then incorporated into the division's orders. You can tell a unit to rotate or pause more than once. You are allowed a maximum of 32 orders. A rotation takes 10 minutes; going into Road Mode takes an hour; and going into any of the other modes takes two hours of *game time*.

Intermediate Strategies

In preparing for battle, you must choose between mobility and firepower. For example, an attacking unit could emphasize its firepower by setting its artillery close to the front with ammunition ready to fire and the infantry set to rush enemy positions (a Static attack) however this stance would reduce the division's mobility. At the other extreme, a commander could emphasize mobility by lining up trucks and dashing down the road, not deployed to fight and extremely vulnerable to enemy fire (Road Mode).

If you are on the attack, use Static Attack Mode to soften up a strong defender. To fight a moving or distant enemy try the faster Standard Attack Mode. If you have great superiority over the defender or are chasing a heavily cracked division, go into Mobile Attack Mode and chase them across Normandy.

On the defense, use Standard Defense Mode when you expect to face a Mobile Attack and don't want to give ground. Use Standard Defense Mode against a Standard Attack or when you are only slightly weaker than your opponent and want to inflict heavy casualties on him. Use Mobile Defense Mode only if you think that your opponent will use Static Attack Mode. Use Road Mode only when you are trying to move quickly behind the front. Running into enemy units while you are in Road Mode can be *very* costly.

Timing is very important. Using the wristwatch feature, you can have a unit wait for 6 or 8 hours, hoping the enemy will weaken itself in frontal assaults, and then change to an attack mode and surprise the tired enemy division.

EXPERT LEVEL GAME

The expert level game differs in two ways from the others. In the beginner level game, the computer gets a small handicap to try and defeat you. The intermediate level game has a slightly larger handicap, while in the advanced game your computer opponent gets an even bigger handicap. The second difference is the addition of the **Edit** feature, which lets you change characteristics of the game.

Editing

In addition to editing the various game characteristics, you can also use the Edit feature to change armies in the middle of a game (see below for more details). The following paragraphs describe the first five editing items.

German Units: Lets you take the role of the German player — even in the middle of a game in progress. It changes the map to show the units that the German player sees. It also lets you view and change the orders of the German units (except in the C64 version).

Allied Units: Does the same thing as German Units, but for Allied units.

All Units: Lets you take control of *all* units — even in the middle of a game in progress. You are both the German and the Allied commander. **Note:** This feature is unavailable in the C64 version.

Game: Lets you change five game parameters:
> **Last Turn of Game** — sets the date on which the game will end.
> **Intervention Radius** — sets the radius within which your commander can intervene (unavailable in the C64 version).
> **American Replacements** — sets number of American reinforcements.
> **British Replacements** — sets number of British reinforcements.
> **German Replacements** — sets number of German reinforcements.

Combat: Lets you change four parameters associated with combat:
> **Zone of Control Radius** — sets the size of the ZOCs (unavailable in the C64 version).
> **Flank Attack Advantage** — sets the boost a division gets for attacking another unit from the flank or the rear.
> **Combat Bloodiness** — sets the number of casualties a division sustains when it takes a loss in combat.
> **Airpower Strength** — sets the boost a division gets when you give it air support.

The next five menu items let you edit the parameters of each mode. Click the mode you want to edit. You cannot change the movement speed of Standard Defense and Static Defense modes because neither involves movement. The parameters you can change are:

- **Movement Speed** — sets the speed at which an infantry unit travels while in that mode. Armored units travel twice as fast as infantry units.
- **Attack Power** — sets how much of a unit's combat strength is used in an attack.
- **Defense Power** — sets how much of a unit's combat strength is used in defense.
- **Breaking Point** — sets how easily a unit breaks during combat; determined by a ratio of Available strength to Total Strength. A breaking point of 100% means the unit will break as soon as it sustains *any* new casualties; a breaking point of 0% means it will fight to the last man and never retreat.
- **Casualty Vulnerability** determines how many casualties a unit will take in a particular mode. Some modes are safer than others.

11

Unit Option

The Unit Option is only available if you have selected a unit to work with. On the Macintosh, the 13th item in the Edit menu is Unit; choose it to use the Unit Option. On other computers, clicking one of your units while in edit mode is the equivalent of selecting the Unit Option. The Unit Option lets you edit a single unit's strength, arrival date, position, name, and whether it's armored or infantry.

On the Macintosh, you can change the value inside the boxes by clicking and holding the button down on the up or down arrow on the right side of the window. On the Commodore, change the value by clicking on the unit attribute you want to change, then move the joystick up or down to raise or lower the value. Click the button again to set a new value. On other computers, click the unit attribute you want to change, then change the value using the method shown onscreen. If you change the arrival date to a date *later* than the current date, that unit disappears from the map when you close its window — it will not reappear until the date you set. The only way to access it is to use the **Raise the Dead** command (see below).

Note: When you're changing the date that units enter the campaign, remember that the game ends if either side has fewer than three divisions.

The Reposition (or Position) box erases all the division's orders, and interprets your order-clicks differently. For example, if you click anywhere on the map, the unit instantly jumps to that location (see below for C64/128 instructions). Click a mode icon, and the unit goes into that mode immediately. Similarly, if you click a rotation arrow, the division immediately rotates. **Note:** On some computers you must use keyboard equivalents instead of clicking mode icons — see the reference section for your computer at the beginning of this manual. Click the box marked "Infantry" or "Armored," and it changes the unit type from one to the other. Click on the Rename (or Name) box to enter a new name for the unit.

Repositioning on the C64/C128

To reposition units in Allied or German games, select a unit, move to the area where you wish to position it, then press the joystick button. The unit then jumps to that location. In a two-player game, you only edit those units under your command that are visible to you (if the units are outside your ZOCs, they won't be visible). For example, during the Allied player's turn, the player can edit the Allied units and any German units within the Allied ZOCs. Whether playing a one or two-player game, be sure to leave the editor under your command (German or Allied). If you forget, select the tank button and your command is restored to you.

Note: Because of memory constraints on the C64, enemy units positioned outside your ZOCs with the editor are visible to you for *1* round of combat.

Raise the Dead

The last command in the Edit menu is Raise the Dead. It lets you access *all* the units in the game; even those that have died or have not yet arrived on the map. If there are units that you don't want to remain on the map after you use Raise the Dead, then you must reset their arrival date to a later date.

Expert Strategies

When you have set up the two armies just the way you like, you can save the game and play your very own scenario of *Patton Versus Rommel*. **(IBM/TANDY:** Make a backup copy of your custom game if you intend to play it more than once, because you can save only one game per disk.) You want to see Patton arrive in Berlin before the leaves fall? Just equip all the Allied armored divisions with full complements of tanks and men. You want to see Rommel drive the Allies into the sea? Equip Rommel with 22 full-strength Panzer divisions. You can almost hear him say, "Vat do you zink of *zem* apples, General Patton?"

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